REMARKS

Claims 13, 15, 16, 25, and 26 are currently pending, claims 1-12, 14, and 17-24 have been cancelled. Claims 13 and 16 have been amended. No new matter has been included. Applicants reserve the right to pursue original and other claims in this and in other applications.

Claims 13, 15, and 16 stand rejected under 35 U.S.C. §102(b) as being anticipated by Pederson (U.S. Pat. No. 5,862,348)("Pederson"). Applicants respectfully traverse this rejection.

Claim 13 recites, *inter alia*, a:

> network server connected to at least one client through a network, comprising:
> a main server for accepting an initial connection request from said client;
> a plurality of sub-servers connected to said client after acceptance by said main server, and
> a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server;
> wherein said main server accesses said memory to obtain the information relating to the sub-servers and provides to said client information relating to the sub-servers on acceptance of an initial connection request from said client; and
> said client is connected with one sub-server based on said information relating to the sub-servers;
> said one sub-server accesses said memory to obtain the information relating to the sub-servers except said one sub-server itself and provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server on acceptance of a sub-server connection alteration request from said client; and
> said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub-servers.

Pederson discloses a:

> network including at least two server nodes, a master network
> information server node and a client node in communication with
> each other. The master network information server node contains a list
> of network addresses and respective load information corresponding
> to each of the server nodes. In one embodiment the client node is
> directed to use a server node on which to execute an application based

on the load information stored on the master network information
server node. A method …which includes the steps of requesting an
available servers from a master network information server node and
connecting the client node to an available server node based on the
load levels.

(Pederson, Abstract)

Pederson fails to disclose "a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server." Pederson also fails to "one sub-server accesses said memory to obtain the information relating to the sub-servers" and "provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server." Pederson fails to disclose any sub-servers. Thus, Pederson is very different from the claimed invention. Therefore, for at least these reasons, the rejection of claim 13 should be withdrawn and claim 13 and dependant claim 15 allowed.

Claim 16 recites, *inter alia*, a:

network system comprising:
    at least one client; and
    a network server including a main server that accepts an initial connection request
    from said client and a plurality of sub-servers connected to said client after
    acceptance by said main server, and a memory remotely connected with said main
    server and sub-servers, that stores information relating to the sub-servers, the
    information including a number of players registered to each sub-server;
    wherein said main server accesses said memory to obtain the information relating to
    the sub-servers and provides to said client information relating to the sub-servers on
    acceptance of an initial connection request from said client;
    said client is connected with one sub-server based on said information relating to the
    sub-servers;
    said one sub-server accesses said memory to obtain the information relating to the
    sub-servers except said one sub-server itself and provides directly to said client said
    information relating to the sub-servers except said one sub-server without
    intervention by said main server on acceptance of a sub-server connection alteration
    request from said client; and
    said client alters a connection with another sub-server from a connection with said
    one sub-server without intervention by said main server based on said information
    relating to the sub-servers except said one sub-server.

Pederson fails to disclose "a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server." Pederson also fails to "one sub-server accesses said memory to obtain the information relating to the sub-servers" and "provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server intervening." Pederson fails to disclose any sub-servers. Again, Pederson is very different from the claimed invention. Therefore, for at least these reasons, the rejection of claim 16 should be withdrawn and claim 13 allowed.

Claims 25 and 26 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Pederson in view of Lee (U.S. Pat. No. 6,475,089)("Lee"). Applicants respectfully traverse this rejection.

Claims 25 and 26 depend from claims 13 and 16, respectively, and are allowable over Pederson for at least the reasons noted above with respect to claims 13 and 16.

Lee discloses a:

> game system [comprising] a plurality of game devices 2a, 2b, . . . , a host computer 3 for implementing respective processing, and communication lines 4a, 4b, . . . , 5a, 5b, . . . to connect the game devices and the host information processing means. When there is a request for a game, the game device 2a is connected with the host computer 3 in order to provide such request to the host computer 3 and to receive opponent information from the host computer 3. Furthermore, the operation above is also implemented between the game device 2b and the host computer 3. After obtaining opponent information, the game devices 2a and 2b cut off the communication line 4a connected with the host computer 4, and a competition-type game is implemented between the game devices 2a and 2b by way of a communication line 5a.

(Lee, Abstract)

Lee fails to supplement the deficiencies of Pederson.

Lee fails to disclose "a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server." Lee also fails to "one sub-server accesses said memory to obtain the information relating to the sub-servers" and "provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server intervening." Lee fails to disclose any sub-servers. Thus, Lee is different from the claimed invention. Therefore, for at least these reasons, the rejection of claims 25 and 26 should be withdrawn and claims 25-26 allowed.

In view of the above amendment, Applicants believe the pending application is in condition for allowance.

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